

Team 18: Pinball Luminary

“Larger window size would make game play much more enjoyable: I was slightly squinting to see the spikes and enemies in the game because the window size was a little too small.”

Fixed -> full screen mode and consistent game resolution

“Maybe change the aiming functionality to be separate from movement”

“It would be great to have some better control of shooting directions (such as mouse) and movement of the bar in the pinball game.”

Fixed -> The direction of shooting now follows the position of the cursor. In pinball combat, the movement of the bar follows the mouse as well

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 2 / 5 (2.0 points)

Reason:

There was no way to transition from the pinball game back to the overworld and the game events felt slightly delayed from my inputs (specifically space bar to move the platform and launch balls)

Addressed, now the player returns to dungeon on the death of the last pinball enemy

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

Game will probably feel better with a mouse. I don't particularly like the placement of the F button in conjunction with having to balance the trackpad and space bar at once, but it might feel better with a mouse (even then, I think mapping the F function to mouse click would feel more intuitive)

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 5 / 5 (5.0 points)

Reason:

Yes. Game controls are pretty good. I'd like to be able to shoot with the mouse though.

Addressed, now the game allows left mouse click to flip the flipper + right click to dash

Rubric question: Any other thoughts you want to share with the developers?

Answer: Answer below: (0.0 points)

Reason:

Probably add more levels or increase the number of enemies/enemy speed to make it a bit more challenging.

Addressed, more pinball levels are added

Rubric question: Was the experience playing challenging / fun / ...?

Answer: 4 / 5 (4.0 points)

Reason:

I wasn't sure how the player would die and the points for the upgrades are for. But I think its not fully implemented yet as the team explained. The combat for the Pinball was interesting but I wasn't sure if pressing f allows the ball to bounce up, what would the pads be for if we could just bounce with pressing f.

Addressed, now player can die in pinball combat, and more power ups with obvious effects that are users activated are added

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

Everything else is fine, the only problem is lagging in the final pin ball game (caused by particle system actually)

Lagging by particle system is resolved

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

Movement felt intuitive. The transition from dungeon to pinball felt a bit abrupt though.

Transition between dungeon and combat scene smoothed

Rubric question: Are the game visuals responsive to the game events?

Answer: 4 / 5 (4.0 points)

Reason:

Wish there was a health bar or at least some visual/audio indicator to tell when damage is taken/dealt. It's also a bit unclear at a glance how to use controls/what they do without being orally instructed.

Health bar added, more tutorial added

Rubric question: Were the game interactions / transitions appropriately smooth?

Answer: 4 / 5 (4.0 points)

Reason:

The transitions are smooth but there are some bugs for when caps is on, player just moves to left automatically when right key is pressed.

Problem for keystroke is resolved

Rubric question: Are the game visuals responsive to the game events?

Answer: 4 / 5 (4.0 points)

Reason:

Yes for sure. The lighting makes it tougher to see enemies dying away maybe a light-up animation for that can help (only when they die).

The game now begins with full lighting of the room and limited vision only comes in later on in the basement levels as part of the game's challenge